

# Gnomes

## A Basic Fantasy RPG Supplement

Release 4

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Basic Fantasy Website: [basicfantasy.org](http://basicfantasy.org)

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### INTRODUCTION

This supplement provides information for playing Gnomes, an additional demi-human race, under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

### NEW CHARACTER RACE

#### Gnome

**Description:** Gnomes are small and stocky, more so than Halflings but not as much as Dwarves; both male and female Gnomes stand around three and a half feet tall and typically weigh around 90 pounds. Their hair and beards may be blond, brown, black, or sometimes red. They have a fair to ruddy complexion. The most noticeable features about a Gnome from the standpoint of other races is their pointed ears and noses. They are

renowned for their rapidly changing moods, sometimes gruff and contrary, sometimes whimsical and humorous. They have a lifespan between two and three centuries long.

**Restrictions:** Gnomes may become Clerics, Fighters, Magic-Users, Thieves, or Magic-User/Thieves (see **Combination Classes**, below). They are required to have a minimum Constitution of 9. Due to their small stature, they may not have a Strength higher than 17. Gnomes never roll larger than six-sided dice (d6) for hit points regardless of class. They may not employ Large weapons more than four feet in length (specifically, two-handed swords, polearms, and longbows).

**Special Abilities:** All Gnomes have Darkvision with a 30' range. When attacked in melee by creatures larger than man-sized, Gnomes gain a +1 bonus to their Armor Class. Outdoors in their preferred forest terrain, they are able to hide very effectively; so long as they remain still there is only a 20% chance they will be detected. Note that a Gnome Thief will roll only once, using either the Thief ability or the Gnome ability, whichever is better.

**Saving Throws:** Gnomes save at +4 vs. Death Ray or Poison, and at +3 vs. Dragon Breath.

#### Combination Classes

Gnomes are allowed to combine the classes of Magic-User and Thief, in much the same way that Elves may combine Magic-User and Fighter. A Magic-User/Thief may cast spells while wearing leather armor, and may use any weapon. A Magic-User/Thief must gain experience equal to the combined requirements of both base classes. These characters roll four-sided dice (d4) for hit points.

The GM may wish to allow Elves to become Magic-User/Thieves as well. Also, if the Illusionist subclass is used in the campaign, Gnomes should certainly be allowed to become Illusionist/Thieves in this manner.



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